

IN CLASS - Paran:

I liked the graphics and themes, the sound and music was engaging. The gameplay made sense and I was able to move around the map eating food and enemies. At the beginning of the game for each client, there would be several exceptions so you should probably fix that. You were able to run the game after as the exceptions were not fatal, but you should probably fix that anyways.

Each time I loaded a client, there would be lots of exceptions coming from the repaint. Each time I painted, I would try and paint the sprite at location -1, which doesn't exist, because the server had not given the client an ID yet. To fix this, I changed the draw beginning of the program to loop through nothing (empty while loop) until player ID is not equal to -1, meaning that it had received a place for the player. At the beginning of the program there is a small delay, but there are no errors from the compiler.

OUT OF CLASS - Joshua:

I thought that the game was very fun to play. I really liked the synchronized start at the beginning so that the game can only begin when all of the players are ready. I also liked the toStrings on the objects because that is always good style. Also, standard coding style is putting spaces after commas, and you have weird indentation. Cool pathing for the enemies. Also I liked that you only spawned things on empty buckets in your hashTable. Watch runtime in certain places where a simple data structure would save you lots of time.

In response, I changed a few things. I didn't go back and fix all of my commas (spaces after commas) but going forward when making new lines I put spaces after commas. To make things faster overall, I changed my program to most of the time (only with exceptions when a kirby is on a door) to call get(0) rather than iterating through each bucket just to return get(0). This would save some time on each call, which happened many times every hundredth of a second. There wasn't a noticeable change in runtime, but I like to think that it helped.